
Subject: Re: Demo of hud.ini radar map features
Posted by [Oblivion165](#) on Tue, 23 Oct 2007 21:51:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

- 1) Open leveledit file
- 2) Menu ~ Camera ~ Top
- 3) Menu ~ View ~ (Uncheck) Show editor only objects
- 4) Alt + "+" several times
- 5) Zoom back
- 6) If buildings are foggy: Menu ~ Vis ~ Reset Dynamic Culling System

File Attachments

- 1) [hourglass.jpg](#), downloaded 1236 times

